

# GAME GENIE

CODE UPDATE  
**SUPER NES™ SPECIAL**  
**50 MORE GAMES**



**BONUS!**  
**MORE STREET**  
**FIGHTER II™**  
**CODES**

- |  |   |   |
|--|---|---|
| ■ <b>Amazing Tennis™</b>                 | ■ <b>Ka-Blooley™</b>                            | ■ <b>Soul Blazer™</b>                   |
| ■ <b>Arcana™</b>                         | ■ <b>King of the Monsters™</b>                  | ■ <b>Spanky's Quest™</b>                |
| ■ <b>Axelay™</b>                         | ■ <b>Magic Sword™</b>                           | ■ <b>Strike Gunner S-T-G™</b>           |
| ■ <b>Battle Clash™</b>                   | ■ <b>NCAA Basketball™</b>                       | ■ <b>Super Batter Up™</b>               |
| ■ <b>Chessmaster™</b>                    | ■ <b>Nolan Ryan's Baseball™</b>                 | ■ <b>Super Battle Tank™</b>             |
| ■ <b>Desert Strike™</b>                  | ■ <b>Pebble Beach Golf Links™</b>               | ■ <b>Super Bowling™</b>                 |
| ■ <b>DinoCity™</b>                       | ■ <b>PGA Tour Golf™</b>                         | ■ <b>Super Buster Bros.™</b>            |
| ■ <b>F1 ROC—Race of Champions™</b>       | ■ <b>Phalanx™</b>                               | ■ <b>Super Double Dragon™</b>           |
| ■ <b>Faceball 2000™</b>                  | ■ <b>Q*bert 3™</b>                              | ■ <b>Super Play Action Football™</b>    |
| ■ <b>Final Fantasy Mystic Quest™</b>     | ■ <b>Race Drivin'™</b>                          | ■ <b>Super Scope 6™</b>                 |
| ■ <b>George Foreman's KO Boxing™</b>     | ■ <b>Rampart™</b>                               | ■ <b>Super Soccer Champ™</b>            |
| ■ <b>Home Alone 2: Lost in New York™</b> | ■ <b>Robocop 3™</b>                             | ■ <b>Super Soccer™</b>                  |
| ■ <b>Hook™</b>                           | ■ <b>Roger Clemens' MVP Baseball™</b>           | ■ <b>Thunder Spirits™</b>               |
| ■ <b>Jack Nicklaus Golf™</b>             | ■ <b>Romance of the Three Kingdoms II™ Game</b> | ■ <b>TKO Super Championship Boxing™</b> |
| ■ <b>James Bond Jr.™</b>                 | ■ <b>Simpsons: Bart's Nightmare™</b>            | ■ <b>Waialae Country Club™</b>          |
| ■ <b>John Madden Football '93™</b>       | ■ <b>Sküljagger™</b>                            | ■ <b>Wheel of Fortune™</b>              |
|  |   | ■ <b>Wings 2—Aces High™</b>             |
|  |   | ■ <b>World League Soccer™</b>           |

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# Code Symbols

There are many types of codes you can use to change game-play features with Game Genie™. For quick reference, find the symbol for the type of code you want to use on this page. Then turn to the game codes in the listings on the following pages (games appear in alphabetical order) and look for the symbol next to the corresponding codes.



Ammunition



Change Rules



Energy/Food/  
Fuel



Expert—Makes  
game harder



Extra Continues/  
Credits



Handicap—Gives one  
player an advantage  
or disadvantage



In-Game  
Money/Currency/  
Points



Infinite Lives



Invincibility/  
Protection/  
Almost Invincible



Keep Weapons/  
Equipment/  
Power-Ups



Lives



Magic



Mega Power



Super Mega  
Power (and  
sometimes  
Infinite Lives)



Mystery/Weird/  
Special/Defies  
Categories



Speed



Super Flying



Super/  
Mega Jumping



Timer



Weapons/  
Equipment



World, Level  
and Stage  
Warps

## Amazing Tennis™ Game

TEN  
CODE KEY IN ...

1 EA8B-AFDD + D085-A7DD

2 EC8B-AFDD + D185-A7DD

Amazing Tennis is a trademark of Absolute Entertainment, Inc.

EFFECT ...

Faster side-to-side movement

Even faster side-to-side movement



## Arcana™ Game

ARC  
CODE KEY IN ...

1 1D69-AFD0 + 3C69-AF00

2 EC69-AFD0 + DD69-AF00

3 C225-0F02

4 C22A-0402

5 C229-640E

6 C22F-A7DE

7 B387-DFF2

8 828B-AF2E

Arcana is a trademark of Hal America Inc.

EFFECT ...

Start with 60,000 gold pieces

Start with 250 gold pieces

Infinite money for weapons

Infinite money for items

Infinite money for rooms

Infinite money for elixir



Level and statistics for all characters  
in group are increased after each  
battle you win



Magic points don't decrease



## Axelay™ Game

AXE  
CODE KEY IN ...

EFFECT ...

FOR CODES 1 THRU 8, DO NOT GO TO THE SET-UP SCREEN

1 D766-D7A7

Start with 1 credit  
instead of 5

2 D066-D7A7

Start with 2 credits

3 D966-D7A7

Start with 3 credits

4 D166-D7A7

Start with 4 credits

5 D666-D7A7

Start with 6 credits

6 DB66-D7A7

Start with 7 credits

7 DC66-D7A7

Start with 8 credits

8 D866-D7A7

Start with 9 credits

9 C2C5-DDDF

Infinite credits



10 DF21-AD04

Start with 1 life  
instead of 3

11 D421-AD04

Start with 2 lives



12 D921-AD04

Start with 5 lives

13 D521-AD04

Start with 7 lives

14 DB21-AD04

Start with 9 lives

15 DE21-AD04

Start with 15 lives

16 FB21-AD04

Start with 25 lives

17 7421-AD04

Start with 50 lives

18 0821-AD04

Start with 75 lives

19 1721-AD04

Start with 99 lives



20 C2AE-DF6D + C28F-04D7

Infinite lives



21 CBB7-AFA7 + DFB7-A4D7 + DDB7-A407

Start on Stage 2

22 CBB7-AFA7 + D4B7-A4D7 + DDB7-A407

Start on Stage 3

23 CBB7-AFA7 + D7B7-A4D7 + DDB7-A407

Start on Stage 4

24 CBB7-AFA7 + D0B7-A4D7 + DDB7-A407

Start on Stage 5

25 CBB7-AFA7 + D9B7-A4D7 + DDB7-A407

Start on Stage 6



Axelay is a trademark of Konami, Inc.

## Battle Clash™ Game

Enter the codes with the number 1 controller connected as usual. Then press Start on the controller.

THE SUPER SCOPE 6" RECEIVER MUST BE UNPLUGGED UNTIL YOU EXIT THE CODE SCREEN.

CLASH  
CODE KEY IN ...

1 C234-3FD3

EFFECT ...

Protection from most enemy attacks



2 D9A9-1DA7

Weapon charges faster

3 FDA9-1DA7

Weapon charges much faster

4 1DAA-3FAF

Once charged, weapon always stays charged



5 33EE-3D1F

Start in Cairo instead of New York



CODES 6 THRU 13 ARE FOR PRACTICE ONLY. AFTER DEFEATING THE ENEMY, YOU DO NOT ADVANCE TO THE NEXT STAGE, BUT RETURN TO FIGHT THE SAME ENEMY AGAIN

6 CBAB-CDA0 + DDAB-CF00 + DDAB-CFD0

Fight Garam™ at New York

7 CBAB-CDA0 + DDAB-CF00 + DFAB-CFD0

Fight Scarab™ at Cairo

8 CBAB-CDA0 + DDAB-CF00 + D4AB-CFD0

Fight Lorca™ at London

9 CBAB-CDA0 + DDAB-CF00 + D7AB-CFD0

Fight Artemis™ at Andes

10 CBAB-CDA0 + DDAB-CF00 + D0AB-CFD0

Fight Schneider™ at Kyoto

11 CBAB-CDA0 + DDAB-CF00 + D9AB-CFD0

Fight Ivan™ at Oceania

12 CBAB-CDA0 + DDAB-CF00 + D1AB-CFD0

Fight Valius™ at Babel

13 CBAB-CDA0 + DDAB-CF00 + D5AB-CFD0

Fight Baron™ at Moonbase Luna



14 CBAB-CDA0 + DDAB-CF00 + D6AB-CFD0

Fight Thanatos™ at last stage

Battle Clash, Garam, Scarab, Lorca, Artemis, Schneider, Ivan, Valius, Baron and Thanatos are trademarks of Nintendo of America Inc.

## Chessmaster™ Game

CHESS  
CODE KEY IN ...

1 C9C7-D76F

EFFECT ...

White player's timer is stopped

2 C9C9-DFDF

Black player's timer is stopped

3 56C4-D46F

Timers count 2x as slow

4 80C4-D46F

Timers count 3x times as slow

5 F3C4-D46F

Timers count 2x as fast

6 F0C4-D46F

Timers count 3x times as fast



Chessmaster is a trademark of The Software Toolworks, Inc.



## Desert Strike™ Game






DESERT  
CODE

KEY IN ...

EFFECT ...

1	223B-07D9	Infinite ammo
2	DFB1-0F6C	Start with 1 life
3	D9B1-0F6C	Start with 5 lives
4	D5B1-0F6C	Start with 7 lives
5	DCB1-0F6C	Start with 10 lives
6	F0B1-0F6C	Start with 20 lives
7	74B1-0F6C	Start with 50 lives
8	17B1-0F6C	Start with 99 lives
9	4A68-04A1	Infinite lives
10	FBB1-07DC	Fuel starts at 25
11	74B1-07DC	Fuel starts at 50
12	08B1-07DC	Fuel starts at 75
13	B1B1-07DC	Fuel starts at 150
14	A6B1-07DC	Fuel starts at 200
15	D7B1-070C	Fuel starts at 868
16	DD63-A409	Infinite fuel
17	D063-A409	2x fuel consumption
18	DFBC-64A9 + DF64-64D1	Armor starts at 344
19	D7BC-64A9 + D764-64D1	Armor starts at 856
20	D0BC-64A9 + D064-64D1	Armor starts at 1,112
21	D6BC-64A9 + D664-64D1	Armor starts at 2,136
22	F0BC-64A9 + F064-64D1	Armor starts at 5,208
FOR CODES 23 THRU 36, PICKING UP AMMO CRATES RESETS WEAPON/AMMO LEVELS TO THE NUMBER IN THE CODE		
23	DD38-6D0F	Guns start at 154 rounds remaining
24	D438-6D0F	Guns start at 666 rounds remaining
25	DB38-6D0F	Guns start at 2,458 rounds remaining
26	F738-6D0F	Guns start at 5,018 rounds remaining
27	4138-6D0F	Guns start at 9,882 rounds remaining
28	DC3A-676F	Start with 10 hydras
29	743A-676F	Start with 50 hydras
30	103A-676F	Start with 100 hydras
31	EC3A-676F	Start with 250 hydras
32	DF33-67DF	Start with 1 missile
33	F033-67DF	Start with 20 missiles
34	7433-67DF	Start with 50 missiles
35	1033-67DF	Start with 100 missiles
36	EC33-67DF	Start with 250 missiles



37	DF3C-676F	Faster gun auto-repeat speed	
38	F63C-676F	Slower gun auto-repeat speed	
39	D032-6D6F	Missiles fly faster	
40	D03E-6DDF	Hydras fly faster	
41	1038-6D6F	Guns do as much damage as missiles	
42	1032-6DDF	Hydras do as much damage as missiles	
43	EC33-676F	Missiles do 250 points of damage	
44	DF39-DF64	AK47's do 1 point of damage	
45	D439-DF64	AK47's do 1/2x damage	
46	DC39-DF64	AK47's do 2x damage	
47	DF3E-A7DF	APHIDs do 1 point of damage	
48	493E-A7DF	APHIDs do 1/2x damage	
49	B13E-A7DF	APHIDs do 2x damage	
50	DF3D-A7DF	AAA's do 1 point of damage	
51	DC3D-A7DF	AAA's do 1/2x damage	
52	463D-A7DF	AAA's do 2x damage	
53	DF3C-AD6F	Rapiers do 1 point of damage	
54	743C-AD6F	Rapiers do 1/2x damage	
55	A63C-AD6F	Rapiers do 2x damage	
56	DF34-A46F	VDA's do 1 point of damage	
57	DA34-A46F	VDA's do 1/2x damage	
58	7434-A46F	VDA's do 2x damage	
59	DF31-AF6F	ZSU's do 1 point of damage	
60	F031-AF6F	ZSU's do 1/2x damage	
61	9D31-AF6F	ZSU's do 2x damage	
62	DF3F-D464	Speedboats do 1 point of damage	
63	FB3F-D464	Speedboats do 1/2x damage	
64	103F-D464	Speedboats do 2x damage	
65	DF37-D4D4	Choppers do 1 point of damage	
66	7437-D4D4	Choppers do 1/2x damage	
67	A637-D4D4	Choppers do 2x damage	
68	DF32-A76F	M48's do 1 point of damage	
69	7432-A76F	M48's do 1/2x damage	
70	A632-A76F	M48's do 2x damage	
71	DF3A-ADDF	Crotales do 1 point of damage	
72	743A-ADDF	Crotales do 1/2x damage	
73	A63A-ADDF	Crotales do 2x damage	
74	DF29-0FDD	AK47's have 1 armor point	
75	D929-0FDD	AK47's have 1/2x armor points	
76	F029-0FDD	AK47's have 2x armor points	
77	DFA7-D76D	APHIDs have 1 armor points	
78	DAA7-D76D	APHIDs have 1/2x armor points	
79	74A7-D76D	APHIDs have 2x armor points	








80	DF83-ADD7	AAA's have 1 armor points
81	FB83-ADD7	AAA's have 1/2x armor points
82	1083-ADD7	AAA's have 2x armor points
83	DFAE-6F6D	Rapiers have 1 armor points
84	49AE-6F6D	Rapiers have 1/2x armor points
85	B1AE-6F6D	Rapiers have 2x armor points
86	DFA9-AFDD	VDA's have 1 armor points
87	74A9-AFDD	VDA's have 1/2x armor points
88	A6A9-AFDD	VDA's have 2x armor points
89	DFAD-DFDF	ZSU's have 1 armor points
90	08AD-DFDF	ZSU's have 1/2x armor points
91	EEAD-DFDF	ZSU's have 2x armor points
92	DFAB-DDDD	Speedboats have 1 armor points
93	08AB-DDDD	Speedboats have 1/2x armor points
94	EEAB-DDDD	Speedboats have 2x armor points
95	DFA7-0DDD	Choppers have 1 armor points
96	08A7-0DDD	Choppers have 1/2x armor points
97	EEA7-0DDD	Choppers have 2x armor points
98	DFA0-646D	M48's have 1 armor points
99	10A0-646D	M48's have 1/2x armor points
100	DFA0-64AD	M48's have 2x armor points
101	DFA3-07DD	Crotales have 1 armor points
102	52A3-07DD	Crotales have 1/2x armor points
103	DFA3-070D	Crotales have 2x armor points
104	DD39-D4D4	AK47 bullets fly slower
105	DD3E-A76F	APHID bullets fly slower
106	DD3D-A76F	AAA bullets fly slower
107	DD3C-AFDF	Rapier bullets fly slower
108	DD34-A7DF	VDA bullets fly slower
109	DD31-A4DF	ZSU bullets fly slower
110	DD3F-D7D4	Speedboat bullets fly slower
111	DD37-D464	Chopper bullets fly slower
112	DD33-ADDF	M48 bullets fly slower

Desert Strike is a trademark of Electronic Arts.

## DinoCity™ Game

DINO CODE	KEY IN ...	EFFECT ...
1	DFC2-A494	1 credit instead of 3—player 1
2	D4C2-A494	2 credits—player 1
3	D9C2-A494	5 credits—player 1
4	D5C2-A494	7 credits—player 1
5	DBC2-A494	9 credits—player 1
6	DDC2-A494	No credits—player 1
7	DFCF-DFF7	1 credit instead of 3—player 2
8	D4CF-DFF7	2 credits—player 2
9	D9CF-DFF7	5 credits—player 2



10	D5CF-DFF7	7 credits—player 2	
11	DBCf-DFF7	9 credits—player 2	
12	DDCF-DFF7	No credits—player 2	
13	C260-67F7	Infinite credits—both players	
14	7A64-D420	Clock runs faster	
15	ED64-D420	Clock runs slower	
16	ED64-D420 + DF64-D7F0	Clock runs much slower	
17	8269-DF90	Freeze clock—must switch off effects in bonus stage	
18	DF6D-D7BD	1 play per game instead of 3—both players	
19	D46D-D7BD	2 plays per game—both players	
20	D06D-D7BD	4 plays per game—both players	
21	D96D-D7BD	5 plays per game—both players	
22	D56D-D7BD	7 plays per game—both players	
23	DB6D-D7BD	9 plays per game—both players	
24	C26E-6D2D	Infinite plays—both players	
25	6DA6-6D69	No harm from most enemies	
26	C23B-A7F9 + C232-67B1	No harm if swallowed by a monster	
27	D427-6D2D	Collect 2 eggs for extra play instead of 50	
28	D927-6D2D	Collect 5 eggs for extra play	
29	FD27-6D2D	Collect 10 eggs for extra play	
30	F927-6D2D	Collect 15 eggs for extra play	
31	4927-6D2D	Collect 25 eggs for extra play	
32	5927-6D2D	Collect 75 eggs for extra play	
33	BB27-6D2D	Collect 99 eggs for extra play	
34	EC6B-DFBE	Rex™ jumps higher	
35	E66B-DFBE	Rex jumps much higher	
36	EC8A-D793	Tops™ jumps higher	
37	E68A-D793	Tops jumps much higher	
38	EC22-DF22	Timmy™ and Jamie™ jump higher	
39	E622-DF22	Timmy and Jamie jump much higher	

DinoCity, Rex, Tops, Timmy and Jamie are trademarks of Smart Egg Pictures/Irem America Corp.


## F1 ROC—Race of Champions™ Game




When using Codes 9 thru 34, the normal price for the part is still shown on the screen, but an "X" will not appear over the part when you select it, and you will be allowed to buy it.

ROC  
CODE KEY IN ...

EFFECT ...

TO USE CODES 1 THRU 6 ON A SAVED GAME, RE-ENTER THE CODE

1	BA26-A44F	Start player with no money instead of \$500	
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2	3C26-AF4F + CB26-AF1F + D426-AF3F	Start player with \$5,240	
3	3C26-AF4F + CB26-AF1F + D626-AF3F	Start player with \$20,600	
4	3C26-AF4F + CB26-AF1F + 0D26-AF3F	Start player with \$163,960	
5	3C26-AF4F + CB26-AF1F + 6D26-AF3F	Start player with \$327,800	
6	3C26-AF4F + CB26-AF1F + EE26-AF3F	Start player with \$652,920	
7	C9A8-07DD	No damage when hitting walls	
8	C922-0FDD	No damage when hitting other cars	
9	DDEE-6F21	Normal tires are free	
10	DDEE-6491	Hi-grip tires are free	
11	DDEE-6F91	Rain tires are free	
12	DDED-A491	2L nitro is free	
13	DDED-A421	3L nitro is free	
14	DDED-A791	4L nitro is free	
15	DDEE-6721 + DDED-ADF1	Ford V-8 engine is free	
16	DDED-AD91 + DDED-ADB1	Ilmoa V-8 engine is free	
17	DDED-AD21 + DDED-AFF1	Remart V-10 engine is free	
18	DDE3-6791	Low DF rear wing is free	
19	DDEE-6D91 + DDEE-6DB1	High DF rear wing is free	
20	DDE3-6D21	Low DF front wing is free	
21	DDE3-6F21 + DDE3-64F1	High DF front wing is free	
22	DDE3-6491 + DDE3-64B1	Special-L front wing is free	
23	DDE2-6421	Small diffuser is free	
24	DDE2-6721	Large diffuser is free	
25	DDE3-6D91 + DDE3-6DB1	Special diffuser is free	
26	DDE2-6F21	Hard suspension is free	
27	DDE2-6491 + DDE2-64B1	Active suspension is free	
28	DDE2-6D91	Carbon brakes are free	
29	DDE2-6D21 + DDE2-6FF1	Antilock brakes are free	
30	DDEA-6491	5-speed transmission is free	
31	DDEA-6421 + DDEA-67F1	6-speed transmission is free	
32	DDEA-6791 + DDEA-67B1	7-speed transmission is free	
33	DDEA-6D21 + DDEA-6FF1	Type 2 chassis is free	
34	DDEA-6F91 + DDEA-6FB1	Type 3 chassis is free	



F1 ROC—Race of Champions is a trademark of Seta U.S.A., Inc.




## Faceball 2000™ Game

FACE 2  
CODE




KEY IN...

EFFECT...

1	DFB6-6461	Start with 1 life instead of 3	
2	D9B6-6461	Start with 5 lives	
3	D5B6-6461	Start with 7 lives	
4	DBB6-6461	Start with 9 lives	
5	FBB6-6461	Start with 25 lives	
6	74B6-6461	Start with 50 lives	

7	08B6-6461	Start with 75 lives	
8	17B6-6461	Start with 99 lives	
9	EEB6-6461	Start with 255 lives	
10	89AB-D708	Infinite lives	
11	CBB5-6406 + DFB5-6466	Start each Cyberzone™ level with 1 tag required	
12	CBB5-6406 + D9B5-6466	Start each Cyberzone level with 5 tags required	
13	CBB5-6406 + F0B5-6466	Start each Cyberzone level with 20 tags required	
14	CBB5-6406 + F3B5-6466	Start each Cyberzone level with 30 tags required	
15	CBB5-6406 + 7AB5-6466	Start each Cyberzone level with 60 tags required	
16	CBB5-6406 + 9CB5-6466	Start each Cyberzone level with 90 tags required	

USE CODES 18 THRU 64 FOR PRACTICE ONLY. YOU CAN'T CONTINUE

17	C282-0706 + DFCE-0468	Start Cyberzone mode on zone 1 level 2	
18	C282-0706 + D4CE-0468	Start Cyberzone mode on zone 1 level 3	
19	C282-0706 + D7CE-0468	Start Cyberzone mode on zone 1 level 4	
20	C282-0706 + D0CE-0468	Start Cyberzone mode on zone 1 level 5	
21	C282-0706 + D9CE-0468	Start Cyberzone mode on zone 1 bonus level	
22	C282-0706 + D1CE-0468	Start Cyberzone mode on zone 2 level 6	
23	C282-0706 + D5CE-0468	Start Cyberzone mode on zone 2 level 7	
24	C282-0706 + D6CE-0468	Start Cyberzone mode on zone 2 level 8	
25	C282-0706 + DBCE-0468	Start Cyberzone mode on zone 2 level 9	
26	C282-0706 + DCCE-0468	Start Cyberzone mode on zone 2 level 10	
27	C282-0706 + D8CE-0468	Start Cyberzone mode on zone 2 bonus level	
28	C282-0706 + DACE-0468	Start Cyberzone mode on zone 3 level 11	
29	C282-0706 + D2CE-0468	Start Cyberzone mode on zone 3 level 12	
30	C282-0706 + D3CE-0468	Start Cyberzone mode on zone 3 level 13	
31	C282-0706 + DECE-0468	Start Cyberzone mode on zone 3 level 14	
32	C282-0706 + FDCE-0468	Start Cyberzone mode on zone 3 level 15	

33	C282-0706 + FFCE-0468	Start Cyberzone mode on zone 3 bonus level
34	C282-0706 + F4CE-0468	Start Cyberzone mode on zone 4 level 16
35	C282-0706 + F7CE-0468	Start Cyberzone mode on zone 4 level 17
36	C282-0706 + F0CE-0468	Start Cyberzone mode on zone 4 level 18
37	C282-0706 + F9CE-0468	Start Cyberzone mode on zone 4 level 19
38	C282-0706 + F1CE-0468	Start Cyberzone mode on zone 4 level 20
39	C282-0706 + F5CE-0468	Start Cyberzone mode on zone 4 bonus level
40	C282-0706 + F6CE-0468	Start Cyberzone mode on zone 5 level 21
41	C282-0706 + FBCE-0468	Start Cyberzone mode on zone 5 level 22
42	C282-0706 + FCCE-0468	Start Cyberzone mode on zone 5 level 23
43	C282-0706 + F8CE-0468	Start Cyberzone mode on zone 5 level 24
44	C282-0706 + FACE-0468	Start Cyberzone mode on zone 5 level 25
45	C282-0706 + F2CE-0468	Start Cyberzone mode on zone 5 bonus level
46	C282-0706 + F3CE-0468	Start Cyberzone mode on zone 6 level 26
47	C282-0706 + FECE-0468	Start Cyberzone mode on zone 6 level 27
48	C282-0706 + 4DCE-0468	Start Cyberzone mode on zone 6 level 28
49	C282-0706 + 4FCE-0468	Start Cyberzone mode on zone 6 level 29
50	C282-0706 + 44CE-0468	Start Cyberzone mode on zone 6 level 30
51	C282-0706 + 47CE-0468	Start Cyberzone mode on zone 6 bonus level
52	C282-0706 + 40CE-0468	Start Cyberzone mode on zone 7 level 31
53	C282-0706 + 49CE-0468	Start Cyberzone mode on zone 7 level 32
54	C282-0706 + 41CE-0468	Start Cyberzone mode on zone 7 level 33
55	C282-0706 + 45CE-0468	Start Cyberzone mode on zone 7 level 34
56	C282-0706 + 46CE-0468	Start Cyberzone mode on zone 7 level 35
57	C282-0706 + 4BCE-0468	Start Cyberzone mode on zone 7 bonus level





58	C282-0706 + 4CCE-0468	Start Cyberzone mode on zone 8 level 36
59	C282-0706 + 48CE-0468	Start Cyberzone mode on zone 8 level 37
60	C282-0706 + 4ACE-0468	Start Cyberzone mode on zone 8 level 38
61	C282-0706 + 42CE-0468	Start Cyberzone mode on zone 8 level 39
62	C282-0706 + 43CE-0468	Start Cyberzone mode on zone 8 level 40
63	C282-0706 + 4ECE-0468	Start Cyberzone mode on zone 8 level 41
64	1061-DD52	Allow 98 seconds in zone 1 bonus level
65	1069-6752	Allow 98 seconds in zone 2 bonus level
66	1068-DDE3	Allow 98 seconds in zone 3 bonus level
67	1061-A473	Allow 98 seconds in zone 4 bonus level
68	A66C-047E	Allow 198 seconds in zone 5 bonus level
69	A6B1-D45A	Allow 198 seconds in zone 6 bonus level
70	A6B0-AF7A	Allow 198 seconds in zone 7 bonus level
71	B9B1-6F01	Only need 8 tags to win in arena mode instead of 10 (start with 2 instead of 0)



Faceball 2000 and Cyberzone are trademarks of Bullet-Proof Software, Inc.

## Final Fantasy Mystic Quest™ Game

MYST CODE	KEY IN ...	EFFECT ...
1	83AF-D40D	Infinite cure potions
2	DDA4-D40D	Cure potion restores life points to maximum
3	C96B-64AB	Infinite life points—can make enemies invincible; switch off to defeat them
4	C9B8-D4A6	Infinite ninja stars
5	C9B0-D7A6	Infinite bombs—only in battle






Final Fantasy Mystic Quest is a trademark of Square Co., Ltd.

## George Foreman's KO Boxing™ Game







GEORGE CODE	KEY IN ...	EFFECT ...
1	566D-07DD	Time goes slower
2	DC6D-07DD	Time speeds up
3	CB62-040F + 5662-046F	Time stands still



4	6D25-A464	Infinite super punch after getting it	
5	4D6C-D70D	Both players start with 1/2x energy	
6	C228-A764 + 5728-A7A4 + 622A-AFA4 + 572A-A4D4	Damage inflicted by your opponent affects him (your energy may go down slightly, too)	



George Foreman's KO Boxing is a trademark of Acclaim Entertainment, Inc.

## Home Alone 2: Lost in New York™ Game

HOME2 CODE	KEY IN ...	EFFECT ...	
1	C22E-AF9D	Infinite power—some things can still kill you	
2	DFB5-6FA7	Start with 1 life instead of 3	
3	D9B5-6FA7	Start with 5 lives	
4	DBB5-6FA7	Start with 9 lives	
5	FBB5-6FA7	Start with 25 lives	
6	74B5-6FA7	Start with 50 lives	
7	17B5-6FA7	Start with 99 lives	
8	C264-D464	Infinite lives	
9	DF2B-AFBF	Extra life from 1 pizza slice instead of 6	
10	D42B-AFBF	Extra life from 2 pizza slices	
11	D72B-AFBF	Extra life from 3 pizza slices	
12	D02B-AFBF	Extra life from 4 pizza slices	
13	D92B-AFBF	Extra life from 5 pizza slices	
14	7427-AF2F + 7429-AD9F	Dart guns have 50 shots	
15	3CB7-6DA4	Infinite ammo	

Home Alone 2: Lost in New York is a trademark of Twentieth Century Fox Film Corporation.

## Hook™ Game

PETER CODE	KEY IN ...	EFFECT ...	
1	3CA5-D70F	Infinite power—if you fall, switch off effects, then switch back on to die	
2	A268-6F03	Stop timer	
3	D56B-ADA2	Time starts at 7 min.—stage 1	
4	D76B-ADA2	Time starts at 3 min.—stage 1	

# CODES 5 AND 6 DO NOT WORK ON CONTINUES

- |   |           |   |
|---|-----------|---|
| 5 | D066-0FDD | Start with 3 leaves   |
| 6 | D466-0FDD | Start with 1 leaf (you still see 2 leaves, but you can only fill 1) |



Hook is a trademark of Tristar Pictures, Inc.

## Jack Nicklaus Golf™ Game

JACK CODE	KEY IN ...	EFFECT ...
1	DF33-076F + DDEB-D40A	Each round ends after hole 1
2	D433-076F + DFEB-D40A	Each round ends after hole 2
3	D733-076F + D4EB-D40A	Each round ends after hole 3
4	D033-076F + D7EB-D40A	Each round ends after hole 4
5	D933-076F + D0EB-D40A	Each round ends after hole 5
6	D133-076F + D9EB-D40A	Each round ends after hole 6
7	D533-076F + D1EB-D40A	Each round ends after hole 7
8	D633-076F + D5EB-D40A	Each round ends after hole 8
9	DB33-076F + D6EB-D40A	Each round ends after hole 9
10	DC33-076F + DBEB-D40A	Each round ends after hole 10
11	D833-076F + DCEB-D40A	Each round ends after hole 11
12	DA33-076F + D8EB-D40A	Each round ends after hole 12
13	D233-076F + DAEB-D40A	Each round ends after hole 13
14	D333-076F + D2EB-D40A	Each round ends after hole 14
15	DE33-076F + D3EB-D40A	Each round ends after hole 15
16	FD33-076F + DEEB-D40A	Each round ends after hole 16
17	FF33-076F + FDEB-D40A	Each round ends after hole 17
18	82BF-6707	Infinite mulligans
19	6DB2-0D07	Mulligan can be taken after any stroke
20	DDBA-0467	No mulligans allowed



Jack Nicklaus Golf is a trademark of Golden Bear International, Inc.














## James Bond Jr.™ Game

JIMJR CODE	KEY IN ...	EFFECT ...
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SOME OF THESE CODES MAY NOT WORK PROPERLY ON SOME COPIES OF THE GAME

1	DFA0-670D	Start with 1 life on the ground instead of 5
2	D7A0-670D	Start with 3 lives on the ground
3	D5A0-670D	Start with 7 lives on the ground
4	DBA0-670D	Start with 9 lives on the ground
5	C2E0-6F0D	Infinite lives on the ground



6	DF68-DDAD	Start with 1 life in the air instead of 5	
7	D768-DDAD	Start with 3 lives in the air	
8	D568-DDAD	Start with 7 lives in the air	
9	DB68-DDAD	Start with 9 lives in the air	
10	C26C-6F08	Infinite lives in the air	
11	DDE7-6F6D	Start with 0 grenades and darts instead of 10	
12	D9E7-6F6D	Start with 5 grenades and darts	
13	FBE7-6F6D	Start with 25 grenades and darts	
14	74E7-6F6D	Start with 50 grenades and darts	
15	17E7-6F6D	Start with 99 grenades and darts	
16	DDA9-640D + CEE7-64AD	Start with 0 darts instead of 10	
17	D9A9-640D + CEE7-64AD	Start with 5 darts	
18	FBA9-640D + CEE7-64AD	Start with 25 darts	
19	74A9-640D + CEE7-64AD	Start with 50 darts	
20	17A9-640D + CEE7-64AD	Start with 99 darts	
21	C22A-6FBC	Infinite grenades	
22	C227-DDF8	Infinite darts	
23	C23D-6FBC	Hearts worth 0	
24	CE2B-D4B6	Infinite health—but you can still be hurt by some things	
25	DD34-679C	Large red grenade worth 0 instead of 5	
26	DC34-679C	Large red grenade worth 10	
27	F034-679C	Large red grenade worth 20	
28	F334-679C	Large red grenade worth 30	
29	4634-679C	Large red grenade worth 40	
30	3C3A-ADFC	Small silver grenade worth 0 instead of 1	
31	CBAC-6D0D + DFAC-6D6D	Start on level 3	
32	CBAC-6D0D + D4AC-6D6D	Start on level 5	
33	CBAC-6D0D + D7AC-6D6D	Start on level 7	
34	CBAB-67AD + D0AC-6DDD + 6DAC-6D0D	Start on level 3, part 2	

35	CBAB-67AD + D9AC-6DDD + 6DAC-6D0D	Start on level 5, part 2
36	CBAB-67AD + D1AC-6DDD + 6DAC-6D0D	Start on level 7, part 2
37	CBAB-67AD + D5AC-6DDD + 6DAC-6D0D	Start on level 3, part 3
38	CBAB-67AD + D6AC-6DDD + 6DAC-6D0D	Start on level 5, part 3
39	CBAB-67AD + DBAC-6DDD + 6DAC-6D0D	Start on level 7, part 3

James Bond Jr. is a trademark of Eon Productions, Ltd., Mac B, Inc.



## John Madden Football '93™ Game

MADD93

CODE	KEY IN ...	EFFECT ...
1	DB30-D43A	9 timeouts—player 1
2	D130-D43A	6 timeouts—player 1
3	DF30-D43A	1 timeout—player 1
4	DB30-D74A	9 timeouts—player 2
5	D130-D74A	6 timeouts—player 2
6	DF30-D74A	1 timeout—player 2
7	3C3A-0FAD	Infinite timeouts—both players

John Madden Football '93 is a trademark of Electronic Arts.



## Ka-Blooey™ Game

BLOO  
CODE

	KEY IN ...	EFFECT ...
1	C261-0F0D	Infinite lives
2	DF6B-D76D	Start with 1 life instead of 5
3	D76B-D76D	Start with 3 lives
4	DC6B-D76D	Start with 10 lives
5	FB6B-D76D	Start with 25 lives
6	746B-D76D	Start with 50 lives
7	086B-D76D	Start with 75 lives
8	146B-D76D	Start with 98 lives
9	3C27-6D0D	Bonus timer doesn't count down
10	BAC8-07D4	Level is completed after only 1 bomb goes off



### CODES 11 THRU 139 WORK FOR PLAYER 1 ONLY

11	BA25-07D7 + DF25-04D7	Start on level 2
12	BA25-07D7 + D425-04D7	Start on level 3
13	BA25-07D7 + D725-04D7	Start on level 4
14	BA25-07D7 + D025-04D7	Start on level 5
15	BA25-07D7 + D925-04D7	Start on level 6
16	BA25-07D7 + D125-04D7	Start on level 7
17	BA25-07D7 + D525-04D7	Start on level 8
18	BA25-07D7 + D625-04D7	Start on level 9
19	BA25-07D7 + DB25-04D7	Start on level 10
20	BA25-07D7 + DC25-04D7	Start on level 11



21	BA25-07D7 + D825-04D7	Start on level 12
22	BA25-07D7 + DA25-04D7	Start on level 13
23	BA25-07D7 + D225-04D7	Start on level 14
24	BA25-07D7 + D325-04D7	Start on level 15
25	BA25-07D7 + DE25-04D7	Start on level 16
26	BA25-07D7 + FD25-04D7	Start on level 17
27	BA25-07D7 + FF25-04D7	Start on level 18
28	BA25-07D7 + F425-04D7	Start on level 19
29	BA25-07D7 + F725-04D7	Start on level 20
30	BA25-07D7 + F025-04D7	Start on level 21
31	BA25-07D7 + F925-04D7	Start on level 22
32	BA25-07D7 + F125-04D7	Start on level 23
33	BA25-07D7 + F525-04D7	Start on level 24
34	BA25-07D7 + F625-04D7	Start on level 25
35	BA25-07D7 + FB25-04D7	Start on level 26
36	BA25-07D7 + FC25-04D7	Start on level 27
37	BA25-07D7 + F825-04D7	Start on level 28
38	BA25-07D7 + FA25-04D7	Start on level 29
39	BA25-07D7 + F225-04D7	Start on level 30
40	BA25-07D7 + F325-04D7	Start on level 31
41	BA25-07D7 + FE25-04D7	Start on level 32
42	BA25-07D7 + 4D25-04D7	Start on level 33
43	BA25-07D7 + 4F25-04D7	Start on level 34
44	BA25-07D7 + 4425-04D7	Start on level 35
45	BA25-07D7 + 4725-04D7	Start on level 36
46	BA25-07D7 + 4025-04D7	Start on level 37
47	BA25-07D7 + 4925-04D7	Start on level 38
48	BA25-07D7 + 4125-04D7	Start on level 39
49	BA25-07D7 + 4525-04D7	Start on level 40
50	BA25-07D7 + 4625-04D7	Start on level 41
51	BA25-07D7 + 4B25-04D7	Start on level 42
52	BA25-07D7 + 4C25-04D7	Start on level 43
53	BA25-07D7 + 4825-04D7	Start on level 44
54	BA25-07D7 + 4A25-04D7	Start on level 45
55	BA25-07D7 + 4225-04D7	Start on level 46
56	BA25-07D7 + 4325-04D7	Start on level 47
57	BA25-07D7 + 4E25-04D7	Start on level 48
58	BA25-07D7 + 7D25-04D7	Start on level 49
59	BA25-07D7 + 7F25-04D7	Start on level 50
60	BA25-07D7 + 7425-04D7	Start on level 51
61	BA25-07D7 + 7725-04D7	Start on level 52
62	BA25-07D7 + 7025-04D7	Start on level 53
63	BA25-07D7 + 7925-04D7	Start on level 54
64	BA25-07D7 + 7125-04D7	Start on level 55
65	BA25-07D7 + 7525-04D7	Start on level 56
66	BA25-07D7 + 7625-04D7	Start on level 57
67	BA25-07D7 + 7B25-04D7	Start on level 58



68	BA25-07D7 + 7C25-04D7	Start on level 59
69	BA25-07D7 + 7825-04D7	Start on level 60
70	BA25-07D7 + 7A25-04D7	Start on level 61
71	BA25-07D7 + 7225-04D7	Start on level 62
72	BA25-07D7 + 7325-04D7	Start on level 63
73	BA25-07D7 + 7E25-04D7	Start on level 64
74	BA25-07D7 + 0D25-04D7	Start on level 65
75	BA25-07D7 + 0F25-04D7	Start on level 66
76	BA25-07D7 + 0425-04D7	Start on level 67
77	BA25-07D7 + 0725-04D7	Start on level 68
78	BA25-07D7 + 0025-04D7	Start on level 69
79	BA25-07D7 + 0925-04D7	Start on level 70
80	BA25-07D7 + 0125-04D7	Start on level 71
81	BA25-07D7 + 0525-04D7	Start on level 72
82	BA25-07D7 + 0625-04D7	Start on level 73
83	BA25-07D7 + 0B25-04D7	Start on level 74
84	BA25-07D7 + 0C25-04D7	Start on level 75
85	BA25-07D7 + 0825-04D7	Start on level 76
86	BA25-07D7 + 0A25-04D7	Start on level 77
87	BA25-07D7 + 0225-04D7	Start on level 78
88	BA25-07D7 + 0325-04D7	Start on level 79
89	BA25-07D7 + 0E25-04D7	Start on level 80
90	BA25-07D7 + 9D25-04D7	Start on level 81
91	BA25-07D7 + 9F25-04D7	Start on level 82
92	BA25-07D7 + 9425-04D7	Start on level 83
93	BA25-07D7 + 9725-04D7	Start on level 84
94	BA25-07D7 + 9025-04D7	Start on level 85
95	BA25-07D7 + 9925-04D7	Start on level 86
96	BA25-07D7 + 9125-04D7	Start on level 87
97	BA25-07D7 + 9525-04D7	Start on level 88
98	BA25-07D7 + 9625-04D7	Start on level 89
99	BA25-07D7 + 9B25-04D7	Start on level 90
100	BA25-07D7 + 9C25-04D7	Start on level 91
101	BA25-07D7 + 9825-04D7	Start on level 92
102	BA25-07D7 + 9A25-04D7	Start on level 93
103	BA25-07D7 + 9225-04D7	Start on level 94
104	BA25-07D7 + 9325-04D7	Start on level 95
105	BA25-07D7 + 9E25-04D7	Start on level 96
106	BA25-07D7 + 1D25-04D7	Start on level 97
107	BA25-07D7 + 1F25-04D7	Start on level 98
108	BA25-07D7 + 1425-04D7	Start on level 99
109	BA25-07D7 + 1725-04D7	Start on level 100
110	BA25-07D7 + 1025-04D7	Start on level 101
111	BA25-07D7 + 1925-04D7	Start on level 102
112	BA25-07D7 + 1125-04D7	Start on level 103
113	BA25-07D7 + 1525-04D7	Start on level 104
114	BA25-07D7 + 1625-04D7	Start on level 105





115	BA25-07D7 + 1B25-04D7	Start on level 106
116	BA25-07D7 + 1C25-04D7	Start on level 107
117	BA25-07D7 + 1B25-04D7	Start on level 108
118	BA25-07D7 + 1A25-04D7	Start on level 109
119	BA25-07D7 + 1225-04D7	Start on level 110
120	BA25-07D7 + 1325-04D7	Start on level 111
121	BA25-07D7 + 1E25-04D7	Start on level 112
122	BA25-07D7 + 5D25-04D7	Start on level 113
123	BA25-07D7 + 5F25-04D7	Start on level 114
124	BA25-07D7 + 5425-04D7	Start on level 115
125	BA25-07D7 + 5725-04D7	Start on level 116
126	BA25-07D7 + 5025-04D7	Start on level 117
127	BA25-07D7 + 5925-04D7	Start on level 118
128	BA25-07D7 + 5125-04D7	Start on level 119
129	BA25-07D7 + 5525-04D7	Start on level 120
130	BA25-07D7 + 5625-04D7	Start on level 121
131	BA25-07D7 + 5B25-04D7	Start on level 122
132	BA25-07D7 + 5C25-04D7	Start on level 123
133	BA25-07D7 + 5825-04D7	Start on level 124
134	BA25-07D7 + 5A25-04D7	Start on level 125
135	BA25-07D7 + 5225-04D7	Start on level 126
136	BA25-07D7 + 5325-04D7	Start on level 127
137	BA25-07D7 + 5E25-04D7	Start on level 128
138	BA25-07D7 + 6D25-04D7	Start on level 129
139	BA25-07D7 + 6F25-04D7	Start on level 130

Ka-Blooley is a trademark of Kemco America, Inc.

## King of the Monsters™ Game

MSTERS CODE	KEY IN ...	EFFECT ...
1	F5AF-D5A1	Faster timer
2	1DAF-DFA1	Slower timer

WITH CODES 3 AND 4, IT LOOKS LIKE YOU HAVE NO ENERGY, BUT YOU DO. CODES WORK ONLY IN A 2-PLAYER GAME, NOT AGAINST THE COMPUTER

3	6DB2-AF67	Player 1 starts with less energy
4	6DC4-D764	Player 2 starts with less energy
5	D7A1-0DA1	3 power points needed to get to next power level

King of the Monsters is a trademark of SNK

## Magic Sword™ Game

MAGIC CODE	KEY IN ...	EFFECT ...
1	5ECC-0D67	Slower magic counter countdown
2	EECC-0D67	Faster magic counter countdown
3	C2CC-0F67	No magic counter countdown
4	C2BC-D7A5 + C280-D7DD	No energy loss on collision with enemies
5	C2B4-6FD9	No energy loss when magic is used

Magic Sword is a trademark of Capcom USA, Inc.







## NCAA Basketball™ Game

HOOPS

CODE KEY IN...




EFFECT...


### CODES 1 THRU 5 WORK ONLY AFTER THE FIRST POSSESSION

1	FDBB-DDD9	Shot timer starts at 10 sec. instead of 45	
2	4DBB-DDD9	Shot timer starts at 20 sec.	
3	7DBB-DDD9	Shot timer starts at 30 sec.	
4	1DBB-DDD9	Shot timer starts at 60 sec.	
5	BDBB-DDD9	Shot timer starts at 90 sec.	
6	C2B5-DDA9	Infinite time to shoot	
7	C224-6FDF	Infinite timeouts—player 1	
8	C224-676F	Infinite timeouts—player 2	
9	DD34-A767	3-point shots worth 0—both players	
10	DF34-A767	3-point shots worth 1 point	
11	D434-A767	3-point shots worth 2 points	
12	D034-A767	3-point shots worth 4 points	
13	D934-A767	3-point shots worth 5 points	
14	D134-A767	3-point shots worth 6 points	
15	D534-A767	3-point shots worth 7 points	
16	D634-A767	3-point shots worth 8 points	
17	DB34-A767	3-point shots worth 9 points	
18	76BA-A404 + 76B9-6FA7	Player 1 shots worth 1 extra point (2-pt. shots worth 3, 3-pt. shots worth 4)	
19	76B0-64A7 + 76B8-A704	Player 2 shots worth 1 extra point (2-pt. shots worth 3, 3-pt. shots worth 4)	
20	76BD-0D07	Player 1 free throws worth 2 instead of 1	
21	76BE-DF07	Player 2 free throws worth 2	
22	C265-D4D7	No 5-second violations	

NCAA Basketball is a trademark of National Collegiate Athletic Association.



## Nolan Ryan's Baseball™ Game

K	CODE	KEY IN...	EFFECT...	
1	A3BF-6DD1		1 strike and batter is out	
2	C2BF-6DD1		Batter never strikes out	
3	A3BE-0D61		1 ball and batter walks	
4	C2BE-0D61		Batter never walks	
5	76AC-0D65		Each run worth 2—player 1	
6	76A8-04D5		Each run worth 2—player 2	
7	766D-67A5		Short game (play only odd-numbered innings)	

- |    |           |  |   |
|----|-----------|--|---|
| 8  | DDC8-D706 | Increasing a player's power setting does not decrease the power number excess (use to maximize stats for a player) |  |
| 9  | 4DBF-A7A8 | Maximum power for a player is 32 instead of 25   |   |
| 10 | 46BF-A7A8 | Maximum power for a player is 40 instead of 25   |   |
| 11 | 7DBF-A7A8 | Maximum power for a player is 48   |   |




Nolan Ryan's Baseball is a trademark of Romstar, Incorporated.

### Pebble Beach Golf Links™ Game

- | PEB<br>CODE | KEY IN ...            | EFFECT ...   |   |
|-------------|-----------------------|--|---|
| 1           | CE65-D763             | All holes are par 4  |  |
| 2           | 8665-D7A3 + D728-04DA | Course is generally harder (par goes down randomly for some holes) |  |

Pebble Beach Golf Links is a trademark of The Pebble Beach Company.

### PGA Tour Golf™ Game

- | TOUR<br>CODE | KEY IN ...                        | EFFECT ...                                |   |
|--------------|-----------------------------------|---|---|
| 1            | D235-6D07 + D22A-D40F             | Allow 14 clubs for full set instead of 13 |    |
| 2            | D335-6D07 + D32A-D40F             | Allow 15 clubs for full set               |   |
| 3            | DE35-6D07 + DE2A-D40F             | Allow 16 clubs for full set               |   |
| 4            | 6DC8-6DD7                         | No wind                                   |    |
| 5            | CBC8-6DD7 + DDC8-6D67 + DCC8-6D07 | Constant wind of 10 mph                   |   |
| 6            | BACA-64D7                         | Constant wind direction to the left       |   |
| 7            | DFA7-A704                         | Each round ends after hole 1              |  |
| 8            | D4A7-A704                         | Each round ends after hole 2              |   |
| 9            | D7A7-A704                         | Each round ends after hole 3              |   |
| 10           | D0A7-A704                         | Each round ends after hole 4              |   |
| 11           | D9A7-A704                         | Each round ends after hole 5              |   |
| 12           | D1A7-A704                         | Each round ends after hole 6              |   |
| 13           | D5A7-A704                         | Each round ends after hole 7              |   |
| 14           | D6A7-A704                         | Each round ends after hole 8              |   |
| 15           | DBA7-A704                         | Each round ends after hole 9              |   |
| 16           | DCA7-A704                         | Each round ends after hole 10             |   |
| 17           | D8A7-A704                         | Each round ends after hole 11             |   |




18	DAA7-A704	Each round ends after hole 12
19	D2A7-A704	Each round ends after hole 13
20	D3A7-A704	Each round ends after hole 14
21	DEA7-A704	Each round ends after hole 15
22	FDA7-A704	Each round ends after hole 16
23	FFA7-A704	Each round ends after hole 17

PGA Tour Golf is a trademark of Electronic Arts.

## Phalanx™ Game

LANX CODE	KEY IN...	EFFECT...
1	DFA8-05E3 + DF2D-015A	Start with 1 credit instead of 4
2	D4A8-05E3 + D42D-015A	Start with 2 credits
3	D7A8-05E3 + D72D-015A	Start with 3 credits
4	D9A8-05E3 + D92D-015A	Start with 5 credits
5	D5A8-05E3 + D52D-015A	Start with 7 credits
6	FDA8-05E3 + FD2D-015A	Start with 10 credits
7	DD63-DD04	Infinite credits
8	D42F-007A + D4AA-01E3	Start on mission 2
9	D72F-007A + D7AA-01E3	Start on mission 3
10	D02F-007A + D0AA-01E3	Start on mission 4
11	D92F-007A + D9AA-01E3	Start on mission 5
12	D12F-007A + D1AA-01E3	Start on mission 6
13	D52F-007A + D5AA-01E3	Start on mission 7
14	D62F-007A + D6AA-01E3	Start on mission 8
15	D4A8-00E3 + D42D-008A	Start with 2 strikefighters
16	D7A8-00E3 + D72D-008A	Start with 3 strikefighters
17	D0A8-00E3 + D02D-008A	Start with 4 strikefighters
18	D1A8-00E3 + D12D-008A	Start with 6 strikefighters
19	FFA8-00E3 + FF2D-008A	Start with 11 strikefighters
20	41A8-00E3 + 412D-008A	Start with 26 strikefighters
21	9FA8-00E3 + 9F2D-008A	Start with 51 strikefighters
22	BCA8-00E3 + BC2D-008A	Start with 100 strikefighters
23	DFA8-00E3 + DF2D-008A	Start with 1 strikefighter
24	DD2A-64AF	Infinite strikefighters
25	3C21-AD0F	Armor cannot be damaged








- 26 C229-D7A4 Once power-up has been obtained, it is not lost until you continue—doesn't work for weapon, only power-ups 
- 27 9D23-6DAF + 6723-6FDF Power capsule restores armor to full strength 
- 28 1D23-6D6F Power capsule has no effect on armor or power-up 

Phalanx is a trademark of Kemco America Inc.

## Q\*bert 3™ Game

QB3 CODE	KEY IN ...	EFFECT ...
CODES 1 THRU 7 ARE FOR 1-PLAYER GAME ONLY		

- |    |           |                                |   |
|----|-----------|--------------------------------|---|
| 1  | DF66-D7DD | Start with 1 life instead of 5 |    |
| 2  | D766-D7DD | Start with 3 lives             |   |
| 3  | D566-D7DD | Start with 7 lives             |   |
| 4  | DB66-D7DD | Start with 9 lives             |    |
| 5  | FB66-D7DD | Start with 25 lives            |   |
| 6  | 1066-D7DD | Start with 100 lives           |   |
| 7  | C2C5-AF6F | Infinite lives                 |    |
| 8  | DF61-D76D | Start on level 1-2             |   |
| 9  | D461-D76D | Start on level 1-3             |   |
| 10 | D761-D76D | Start on level 1-4             |   |
| 11 | D061-D76D | Start on level 2-1             |   |
| 12 | D961-D76D | Start on level 2-2             |   |
| 13 | D161-D76D | Start on level 2-3             |   |
| 14 | D561-D76D | Start on level 2-4             |   |
| 15 | D661-D76D | Start on level 3-1             |   |
| 16 | DB61-D76D | Start on level 3-2             |   |
| 17 | DC61-D76D | Start on level 3-3             |   |
| 18 | D861-D76D | Start on level 3-4             |  |
| 19 | DA61-D76D | Start on level 4-1             |   |
| 20 | D261-D76D | Start on level 4-2             |   |
| 21 | D361-D76D | Start on level 4-3             |   |
| 22 | DE61-D76D | Start on level 4-4             |   |
| 23 | FD61-D76D | Start on level 5-1             |   |
| 24 | FF61-D76D | Start on level 5-2             |   |
| 25 | F461-D76D | Start on level 5-3             |   |
| 26 | F761-D76D | Start on level 5-4             |   |
| 27 | F061-D76D | Start on level 6-1             |   |
| 28 | F961-D76D | Start on level 6-2             |   |
| 29 | F161-D76D | Start on level 6-3             |   |
| 30 | F561-D76D | Start on level 6-4             |   |

31	F661-D76D	Start on level 7-1
32	FB61-D76D	Start on level 7-2
33	FC61-D76D	Start on level 7-3
34	F861-D76D	Start on level 7-4
35	FA61-D76D	Start on level 8-1
36	F261-D76D	Start on level 8-2
37	F361-D76D	Start on level 8-3
38	FE61-D76D	Start on level 8-4
39	4D61-D76D	Start on level 9-1
40	4F61-D76D	Start on level 9-2
41	4461-D76D	Start on level 9-3
42	4761-D76D	Start on level 9-4
43	4061-D76D	Start on level 10-1
44	4961-D76D	Start on level 10-2
45	4161-D76D	Start on level 10-3
46	4561-D76D	Start on level 10-4
47	4661-D76D	Start on level 11-1
48	4B61-D76D	Start on level 11-2
49	4C61-D76D	Start on level 11-3
50	4861-D76D	Start on level 11-4
51	4A61-D76D	Start on level 12-1
52	4261-D76D	Start on level 12-2
53	4361-D76D	Start on level 12-3
54	4E61-D76D	Start on level 12-4
55	7D61-D76D	Start on level 13-1
56	7F61-D76D	Start on level 13-2
57	7461-D76D	Start on level 13-3
58	7761-D76D	Start on level 13-4
59	7061-D76D	Start on level 14-1
60	7961-D76D	Start on level 14-2
61	7161-D76D	Start on level 14-3
62	7561-D76D	Start on level 14-4
63	7661-D76D	Start on level 15-1
64	7B61-D76D	Start on level 15-2
65	7C61-D76D	Start on level 15-3
66	7861-D76D	Start on level 15-4
67	7A61-D76D	Start on level 16-1
68	7261-D76D	Start on level 16-2
69	7361-D76D	Start on level 16-3
70	7E61-D76D	Start on level 16-4
71	0D61-D76D	Start on level 17-1
72	0F61-D76D	Start on level 17-2
73	0461-D76D	Start on level 17-3
74	0761-D76D	Start on level 17-4
75	0061-D76D	Start on level 18-1
76	0961-D76D	Start on level 18-2
77	0161-D76D	Start on level 18-3



78	0561-D76D	Start on level 18-4
79	0661-D76D	Start on level 19-1
80	0861-D76D	Start on level 19-2
81	0C61-D76D	Start on level 19-3
82	0861-D76D	Start on level 19-4
83	0A61-D76D	Start on level 20-1
84	0261-D76D	Start on level 20-2
85	0361-D76D	Start on level 20-3
86	0E61-D76D	Start on level 20-4
87	9D61-D76D	Start on level x1
88	9F61-D76D	Start on level x2
89	9461-D76D	Start on level x3
90	9761-D76D	Start on level x4
91	9061-D76D	Start on level x5
92	9961-D76D	Start on level x6
93	9161-D76D	Start on level x7
94	9561-D76D	Start on level x8
95	9661-D76D	Start on level x9
96	9B61-D76D	Start on level x10
97	9C61-D76D	Start on level x11
98	9861-D76D	Start on level x12
99	9A61-D76D	Start on level x13
100	9261-D76D	Start on level x14
101	9361-D76D	Start on level x15
102	9E61-D76D	Start on level x16
103	1D61-D76D	Start on level x17
104	1F61-D76D	Start on level x18
105	1461-D76D	Start on level x19
106	1761-D76D	Start on level x20

Q\*bert 3 is a trademark of Columbia Pictures Industries Inc.

## Race Drivin™ Game

DRIVE CODE	KEY IN ...	EFFECT ...
1	A266-07AD	Stop timer
2	8066-04DD	Slow timer
3	4266-04DD	Fast timer
4	2B6C-07AD	Freeze lap timer
5	1968-0DAD	Slow lap timer

Race Drivin' is a trademark of Atari Games Corporation.

## Rampart™ Game

RAM CODE	KEY IN ...	EFFECT ...
1	C284-DD07	Infinite continues
2	3C6B-D467	Infinite cannons
3	CBAA-67DD + DDAA-676D + DFAA-670D	Start on battlefield 2
4	CBAA-67DD + DDAA-676D + D4AA-670D	Start on battlefield 3





- 5 CBAA-67DD + DDAA-676D + D7AA-670D
- 6 CBAA-67DD + DDAA-676D + D0AA-670D
- 7 CBAA-67DD + DDAA-676D + D9AA-670D
- 8 CBAA-67DD + DDAA-676D + D1AA-670D

Rampart is a trademark of Atari Games Corporation.

- Start on battlefield 4  
Start on battlefield 5  
Start on battlefield 6  
Start on battlefield 7



## Robocop 3™ Game

ROBO3  
CODE

- 1 KEY IN ...  
5D69-6D0F
- 2 FE69-6D0F

- EFFECT ...  
Slower timer  
Faster timer



- 3 DDC7-A7A4

- Infinite ammo (except  
flame thrower)



- 4 4A6E-6FDD

- Infinite lives



- 5 DD62-D7DD

- Start with 1 life



- 6 D962-D7DD

- Start with 6 lives



- 7 DFEC-DD67 + D4EC-DFD7

- Ammo pick-ups worth more



- 8 7DEC-DD07 + DDEC-DFD7 + 7DEC-DDA7

- Ammo pick-ups worth less



- 9 D4C7-64DD + E3C9-6DAD

- Faster Robocop™



- 10 DF37-64A4

- Start on stage 2

- 11 D437-64A4

- Start on stage 3

- 12 D737-64A4

- Start on stage 4

- 13 D037-64A4

- Start on stage 5



Robocop 3 is a trademark of Orion Pictures Corporation.

## Roger Clemens' MVP Baseball™ Game

ROG  
CODE

- 1 KEY IN ...  
C22D-6FAD

- EFFECT ...  
Batter never walks

- 2 DF2D-676D

- 1 ball per walk

- 3 D42D-676D

- 2 balls per walk

- 4 D72D-676D

- 3 balls per walk

- 5 D92D-676D

- 5 balls per walk

- 6 D12D-676D

- 6 balls per walk

- 7 D52D-676D

- 7 balls per walk

- 8 C227-6D6D

- Batter never strikes out

- 9 DF27-640D

- 1 strike per out

- 10 D427-640D

- 2 strikes per out

- 11 D027-640D

- 4 strikes per out

- 12 D927-640D

- 5 strikes per out

- 13 7665-0FD1 + 7669-0F01

- Each run counts as 2

- 14 DFBF-07DF

- 1 out per inning per team

- 15 D4BF-07DF

- 2 outs per inning per team



Roger Clemens' MVP Baseball is a trademark of LJN, Ltd.

## Romance of the Three Kingdoms II™ Game

THESE CODES WORK FOR PROVINCE 19 ONLY

311

CODE KEY IN ...

### Scenario 1

1 7DE7-A465 + 59E7-A4A5

Start with 30,000 gold pieces



2 7DE7-A765 + 59E7-A705

Start with 30,000 rice



3 7DE7-A765 + 59E7-A7A5

Start with 30,000 population



### Scenario 2

4 7D67-A406 + 596D-A466

Start with 30,000 gold pieces



5 7D67-A4A6 + 596D-A7D6

Start with 30,000 rice



6 7D67-A706 + 596D-A766

Start with 30,000 population



### Scenario 3

7 7D67-A7DB + 5967-A70B

Start with 30,000 gold pieces



8 7D67-A76B + 5967-A7AB

Start with 30,000 rice



9 7D60-ADDB + 5960-AD0B

Start with 30,000 population



### Scenario 4

10 7D67-A70C + 5967-A76C

Start with 30,000 gold pieces



11 7D67-A7AC + 5960-ADDC

Start with 30,000 rice



12 7D60-AD0C + 5960-AD6C

Start with 30,000 population



### Scenario 5

13 7DBB-D7D6 + 59BB-D706

Start with 30,000 gold pieces



14 7DBB-D766 + 59BB-D7A6

Start with 30,000 rice



15 7DBC-DDD6 + 59BC-DD06

Start with 30,000 population



### Scenario 6

16 7DB9-6766 + 59B9-67A6

Start with 30,000 gold pieces



17 7DB1-6DD6 + 59B1-6D06

Start with 30,000 rice



18 7DB1-6D66 + 59B1-6DA6

Start with 30,000 population



Romance of the Three Kingdoms II is a trademark of Koei Corporation

## Simpsons: Bart's Nightmare™ Game

NIGHT

CODE KEY IN ...

1 D46A-D521

EFFECT ...

Start with 2 bubbles



2 DB6A-D521

Start with 9 bubbles

3 89CB-D9B5

Infinite bubbles and seeds



4 C2BE-60EA

Infinite lives—Bartman™ and Itchy and Scratchy™ sub-games















5 C2C3-6925 + C2C3-61B5

Infinite Z's—main game




Simpsons: Bart's Nightmare, Bartman and Itchy and Scratchy are trademarks of Twentieth Century Fox Film Corporation.

## Sküljagger™ Game

SKUL CODE	KEY IN ...	EFFECT ...	
1	FDC3-6DA4	10 green jemeralds for an extra life	
2	9DC3-6DA4	50 green jemeralds for an extra life	
3	DDC3-6F04	Each green jemerald gives you a life	
4	5D66-DFA7	Slower timer	
5	F366-DFA7	Faster timer	
6	6DCB-A404 + 6DCC-A4D4	Die when touched (regardless of jemeralds)	
7	DD6B-DF07	Infinite time	
8	D46B-DF07	Time goes by 2x as fast	
9	D06B-DF07	Time goes by 4x as fast	
10	D7C2-6704	Each green jemerald is worth 3	
11	DBC2-6704	Each green jemerald is worth 9	
12	FBC2-6704	Each green jemerald is worth 19	
13	49C2-6704	Each green jemerald is worth 25 (extra life on each one)	
14	DDCA-AD04 + DDBB-6D61	Infinite lives	
15	DF83-D765	Start with 1 life instead of 5	
16	D783-D765	Start with 3 lives	
17	DB83-D765	Start with 9 lives	
18	FB83-D765	Start with 19 lives	
19	9D83-D765	Start with 50 lives	
20	BB83-D765	Start with 99 lives	
21	1DCC-A4D4	Walk through enemies if you have no red jemeralds	
22	D4CB-A7D4	Don't lose all red jemeralds when you get hit	
23	C2BB-6FA1	Don't lose green jemeralds when you fall and die	
24	8BAB-6DD9	No enemies or jemeralds—good for exploring, switch off effects to advance	
25	FFCB-A7D4	Red jemeralds set to 10 after you get hit—must have at least 1	

Sküljagger is a trademark of Barr Entertainment Inc.

## Soul Blazer™ Game

SOUL CODE	KEY IN ...	EFFECT ...	
1	C26E-6DA7 + C223-0D07	Invincible	

2	D0E6-0FB4	Start with 4 hit points
3	DEE6-0FB4	Start with 15 hit points
4	FBE6-0FB4	Start with 25 hit points
5	74E6-0FB4	Start with 50 hit points
6	08E6-0FB4	Start with 75 hit points
7	10E6-0FB4	Start with 100 hit points
8	5EE6-0FB4	Start with 127 hit points
9	DDE8-64BF	Gems set to 999,999 every time a gem is picked up
10	FDE8-A761 + DDE8-A7A1	10 EXP required instead of 100 for level 2
11	DFEA-ADA1	180 EXP required instead of 280 for level 3
12	D7EA-AFA1	380 EXP required instead of 580 for level 4
13	D1EA-A4A1	600 EXP required instead of 1,000 for level 5
14	F4EA-A7A1	1,200 EXP required instead of 2,000 for level 6
15	40E2-ADA1	2,400 EXP required instead of 3,200 for level 7
16	79E2-AFA1	3,500 EXP required instead of 4,500 for level 8
17	06E2-A4A1	4,800 EXP required instead of 5,800 for level 9
18	11E2-A7A1	6,600 EXP required instead of 7,600 for level 10
19	61E3-ADA1	8,600 EXP required instead of 9,600 for level 11
20	DDE3-AFA1	10,000 EXP required instead of 12,400 for level 12
21	7DE3-A4A1	13,000 EXP required instead of 15,000 for level 13
22	9DE3-A7A1	15,000 EXP required instead of 19,000 for level 14



Soul Blazer is a trademark of Enix America Corporation.

## Spanky's Quest™ Game

SPANK  
CODE

KEY IN ...

EFFECT ...

1	40AC-DF08	Infinite lives
2	DD31-AFAD	Start with 1 life
3	D931-AFAD	Start with 6 lives
4	DB31-AFAD	Start with 10 lives
5	CB3F-0FDF + DF3F-0F0F	Start with 1 key in all areas after 1-1
6	CB35-A7AD + DF36-ADDD	Start on area 2-1
7	CB35-A7AD + D436-ADDD	Start on area 3-1



8 CB35-A7AD + D736-ADDD

Start on area 4-1



9 CB35-A7AD + D036-ADDD

Start on area 5-1

Spanky's Quest is a trademark of Natsume Inc.

## Street Fighter II™ Game (More Codes)

MOFIGHT  
CODE

KEY IN ...

EFFECT ...

22 4DC6-6493

Championship mode on



23 6DCF-D764 + FFCF-D7A4

Advance to next level when you  
continue (must switch off before  
you continue on M. Bison™ stage)



NOTE: FOR CODES 24 THRU 34, DO NOT CHOOSE THE CHARACTER YOU WANT TO  
ALWAYS FIGHT

24 CBA0-AF64 + EEA0-AFA4

Always fight Ryu™

25 CBA0-AF64 + DDA0-AFA4

Always fight Honda™

26 CBA0-AF64 + DFA0-AFA4

Always fight Blanka™

27 CBA0-AF64 + D4A0-AFA4

Always fight Guile™

28 CBA0-AF64 + D7A0-AFA4

Always fight Ken™

29 CBA0-AF64 + D0A0-AFA4

Always fight Chun-Li™

30 CBA0-AF64 + D9A0-AFA4

Always fight Zangief™



31 CBA0-AF64 + D1A0-AFA4

Always fight Dhalsim™

32 CBA0-AF64 + DBA0-AFA4

Always fight Balrog™

33 CBA0-AF64 + DCA0-AFA4

Always fight Vega™

34 CBA0-AF64 + D6A0-AFA4

Always fight Sagat™

35 B9A0-AF04

Fight M. Bison™

36 DDA4-A404 + 6DA4-A764

Always fight on bonus stage 1



37 DDA7-AF04 + DDA7-A4A4

Always fight on bonus stage 2

FOR CODES 38 AND 39, ZANGIEF'S PILE DRIVER DOES LESS DAMAGE

38 3CA4-DD67 + FEA4-DFD7

High throw and grab damage



39 3CA4-DD67 + EEA4-DFD7

Minimum throw and grab damage

40 503E-04DF

Player dies after getting hit by 2  
blows



41 60AC-AFD4

Both players start with 3/4 energy  
(1/4 damage)

42 96AC-AFD4

Both players start with 1/2 energy  
(1/2 damage)



43 4AAC-AFD4

Both players start with 1/4 energy  
(3/4 damage)

44 C2CC-A7DF

Round number does not advance  
(can't fight to a draw)



45 DF81-A704

1 draw ends fight in VS. battle

46 893E-04DF

Most punches and kicks do no  
damage



47 DDAC-AFD4

Both players start with no energy  
(1 hit and you're dead)



48 DDAC-AF64

Player 1 starts with no energy  
(1 hit and he's dead)



Street Fighter II, M. Bison, Ryu, Honda, Blanka, Guile, Ken, Chun-Li, Zangief, Dhalsim, Balrog, Vega and Sagat are trademarks of Capcom USA, Inc.

## Strike Gunner S-T-G™ Game

STRIKE

CODE

KEY IN ...

EFFECT ...

1 C2B4-076F

Infinite lives—player 1



2 C2B8-046F

Infinite lives—player 2



3 C262-D9E6

Infinite continues

WITH CODES 4 AND 5, DO NOT COMBINE PLAYERS IN GAME

4 C2EA-D46D

Infinite special weapon  
energy—player 1



5 C2E4-0DAD

Infinite special weapon  
energy—player 2

6 CB69-D40D + DF69-D46D + 3C69-D4AD

Start on stage 2

7 CB69-D40D + D469-D46D + 3C69-D4AD

Start on stage 3

8 CB69-D40D + D769-D46D + 3C69-D4AD

Start on stage 4



9 CB69-D40D + D069-D46D + 3C69-D4AD

Start on stage 5

10 CB69-D40D + D969-D46D + 3C69-D4AD

Start on stage 6

11 CBAA-640A + DBAA-64AA

Player 1's shot power goes  
to max on pick-up of 1  
shot-power unit



12 CBAA-640A + DBA2-64AA

Player 2's shot power goes  
to max on pick-up of 1  
shot-power unit

Strike Gunner S-T-G is a trademark of Vap Inc., Athene

## Super Batter Up™ Game

BATUP

CODE

KEY IN ...

EFFECT ...

1 C2B2-0D6A

Batter never walks

2 DFB2-040A

1 ball per walk

3 D4B2-040A

2 balls per walk

4 D7B2-040A

3 balls per walk

5 D9B2-040A

5 balls per walk

6 D1B2-040A

6 balls per walk

7 D5B2-040A

7 balls per walk

8 C2BD-64DA

Batter never strikes out



9 DFBD-67AA

1 strike per out

D4BD-67AA

2 strikes per out

D0BD-67AA

4 strikes per out

D9BD-67AA

5 strikes per out

Super Batter Up is a trademark of Namco Ltd.





## Super Battletank™ Game

BATANK

CODE KEY IN ...

EFFECT ...

### DON'T COMBINE CODES 1 AND 2

1	4ABD-DDA4	Infinite weapon ammo—not for smoke screens or machine gun	
2	C9AC-0D67	Take no damage from most enemies or mines	
3	1022-D7D4	More cannon ammo on each mission	
4	D923-DF04	More laser shells on each mission	
5	D923-D7A4	More smoke screens on each mission	
6	EE2E-D4D4	More machine gun ammo on stages 1 thru 4	
7	FB22-D7D4	Less cannon ammo on each mission	
8	DD23-DF04	No laser shells on each mission	
9	DD23-D7A4	No smoke screens on each mission	
10	482E-D4D4	Less machine gun ammo on stages 1 thru 4	


Super Battletank is a trademark of Absolute Entertainment, Inc.

## Super Bowling™ Game

SUPBOL

CODE KEY IN ...

EFFECT ...

1	4ACA-0464	No spin on ball	
2	D1C5-DDAD	Faster spin meter	
3	D4C5-DDAD	Slower spin meter	
4	DFC5-DDAD	Really slow spin meter	
5	D1C5-D4DD	Faster power meter	
6	D4C5-D4DD	Slower power meter	
7	DFC5-D4DD	Really slow power meter	

Super Bowling is a trademark of American Technos Inc.

## Super Buster Bros.™ Game




With Code 27, you do not lose the weapon if you die, advance to the next world, or start another game. In fact, this code can be used to take advanced weaponry into the Panic Mode—just end the Tour Mode with an advanced weapon, then start the Panic Mode, and you will still have that weapon!

BUST




CODE KEY IN ...

EFFECT ...




### CODES 1 THRU 8 DO NOT WORK IN THE PANIC MODE

1	DF61-0DDA	Start with 2 lives	
2	D461-0DDA	Start with 3 lives	
3	D061-0DDA	Start with 5 lives	
4	D961-0DDA	Start with 6 lives	
5	D561-0DDA	Start with 8 lives	
6	DB61-0DDA	Start with 10 lives	
7	DD61-0DDA	Start with 1 life	
8	DDB2-07A4	Infinite lives	
9	FB83-0D64	Clock runs faster	



10	1083-0D64	Clock runs slower	
11	A683-0D64	Clock runs much slower	
12	DD83-0704	Clock is frozen (no time limit)	
13	DD61-0D0A	1 credit	
14	DF61-0D0A	2 credits	
15	D461-0D0A	3 credits	
16	D761-0D0A	4 credits	
17	D961-0D0A	6 credits	
18	D561-0D0A	8 credits	
19	EE61-0D0A	No credits	
20	C9B9-6D04	Infinite credits	
21	D42B-A7D0	Extra credit after 2 food items instead of 10	
22	D02B-A7D0	Extra credit after 4 food items	
23	D12B-A7D0	Extra credit after 6 food items	
24	D62B-A7D0	Extra credit after 8 food items	
25	3C2B-A460	Food items never earn extra credit	

DON'T COMBINE CODES 26, 27 AND 29




26	D184-ADA8	Double harpoon pick-up same as machine gun	
27	C96E-6FD6	Retain weapon after dying or advancing thru stages	
28	D780-DDD4 + D781-DF04	Panic mode has 2 levels instead of 99	
29	D180-DDD4 + D181-DF04	Panic mode has 5 levels	
30	D880-DDD4 + D881-DF04	Panic mode has 10 levels	
31	F980-DDD4 + F981-DF04	Panic mode has 20 levels	

Super Buster Bros. is a trademark of Capcom USA, Inc.

## Super Double Dragon™ Game

SDD CODE	KEY IN...	EFFECT...	
1	DF8C-070B	1 extra credit—2-player game A	

CODES 2 THRU 7 DO NOT WORK ON CONTINUES

2	DB86-070B	9 lives—1-player game	
3	D186-070B	6 lives—1-player game	
4	DF86-070B	1 life—1-player game	
5	DB88-0D6B	9 lives—2-player game A	
6	D188-0D6B	6 lives—2-player game A	
7	DF88-0D6B	1 life—2-player game A	
8	4A86-6F05	Infinite lives—player 1	
9	4068-6F6B	Infinite energy—both players	

10	DDB3-A7F1	Dragon power increases faster
11	D7B2-A7B5	Prolonged maximum dragon power

Super Double Dragon is a trademark of Technos Japan Corporation.



## Super Play Action Football™ Game

PAF CODE	KEY IN ...	EFFECT ...
1	DFB7-D4D7	1 timeout each team
2	10B7-D407	Player 1 has no timeouts
3	10B7-D4A7	Player 2 has no timeouts
4	4067-6FDD	Infinite time to select play
5	F367-6D0D	Less time to select play
6	5D67-6D0D	More time to select play



Super Play Action Football is a trademark of Nintendo of America Inc.

## Super Scope 6™ Game

Enter the codes with the number 1 controller connected as usual. Then press Start on the controller.

THE SUPER SCOPE 6™ RECEIVER MUST BE UNPLUGGED UNTIL YOU EXIT THE CODE SCREEN

SCOPE CODE	KEY IN ...	EFFECT ...
<b>Blastris™ A Game</b>		
1	DFC6-05D4	Add 1 bullets at a time
2	D7C6-05D4	Add 3 bullets at a time
3	D9C6-05D4	Add 5 bullets at a time
4	D5C6-05D4	Add 7 bullets at a time
5	DBC6-05D4	Add 9 bullets at a time
6	C9C2-D16F	Infinite bullets
7	DFC9-056F	Clear 1 line instead of 5 to advance to next level
8	D4C9-056F	Clear 2 lines to advance to next level
9	D7C9-056F	Clear 3 lines to advance to next level
10	D0C9-056F	Clear 4 lines to advance to next level



### Blastris B Game, Type B:

11	D968-D100	Select low mode to start on level 5
12	DE68-D100	Select low mode to start on level 15
13	FB68-D100	Select low mode to start on level 25
14	F368-D100	Select low mode to start on level 30
15	4768-D100	Select low mode to start on level 35
16	4668-D100	Select low mode to start on level 40



### Mole Patrol™ Game, Stage Mode:

17	BAA6-01DD	Clear stage after 1 Molian is hit
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### LazerBlazer™ Game, Type A:

18	8262-64A1	Take no damage
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### LazerBlazer Game, Type B:

19	3CB0-670B	Take no damage
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### LazerBlazer Game, Type C:

20	C269-67DE	Take no damage
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Super Scope 6, Blastris, Mole Patrol and LazerBlazer are trademarks of Nintendo of America Inc.

## Super Soccer™ Game

SUSOC  
CODE

KEY IN ...

EFFECT ...

WITH CODES 1 THRU 16, THE DISPLAY CAN'T READ MORE THAN 99

1	FC2A-0F65 + 3C2A-0FA5	Each goal worth 2—player 1
2	FC2A-0F65 + FC2A-0FA5	Each goal worth 3—player 1
3	1B2A-0F65 + D72A-0FA5	Each goal worth 4—player 1
4	1B2A-0F65 + D02A-0FA5	Each goal worth 5—player 1
5	1B2A-0F65 + D92A-0FA5	Each goal worth 6—player 1
6	1B2A-0F65 + D12A-0FA5	Each goal worth 7—player 1
7	1B2A-0F65 + D52A-0FA5	Each goal worth 8—player 1
8	1B2A-0F65 + D62A-0FA5	Each goal worth 9—player 1
9	FC22-0465 + 3C22-04A5	Each goal worth 2—player 2
10	FC22-0465 + FC22-04A5	Each goal worth 3—player 2
11	1B22-0465 + D722-04A5	Each goal worth 4—player 2
12	1B22-0465 + D022-04A5	Each goal worth 5—player 2
13	1B22-0465 + D922-04A5	Each goal worth 6—player 2
14	1B22-0465 + D122-04A5	Each goal worth 7—player 2
15	1B22-0465 + D522-04A5	Each goal worth 8—player 2
16	1B22-0465 + D622-04A5	Each goal worth 9—player 2
17	DDA6-0DD1	Timer continues to count when it is normally stopped (pause can still stop time)



Super Soccer is a trademark of Human Inc.

## Super Soccer Champ™ Game

CHAMP  
CODE

KEY IN ...

EFFECT ...

1	F32B-D400	Faster timer
2	5D2B-D400	Slower timer
3	D4E7-6DEF	Faster Brazil strikers
4	D4E0-6DEF	Faster USA strikers
5	D4ED-6DEF	Faster England strikers
6	D4E3-0DEF	Faster Germany strikers
7	D4EF-6DEF	Faster Italy strikers
8	D4E4-6DEF	Faster Holland strikers
9	D4EE-0DEF	Faster Argentina strikers
10	D4E9-6DEF	Faster France strikers



Super Soccer Champ is a trademark of Taito Corp.

## Thunder Spirits™ Game







SPIRITS  
CODE

KEY IN ...

EFFECT ...





1	C7BF-0DAD	Start with 1 credit instead of 4
2	84BF-0DAD	Start with 2 credits
3	B4BF-0DAD	Start with 3 credits
4	BEBF-0DAD	Start with 5 credits
5	68BF-0D6D + C4BF-0DAD	Start with 8 credits



6	D0BF-0D6D + C3BF-0DAD	Start with 12 credits	
7	3CAC-67DF	Infinite credits	
8	EEB3-DD0D + CBB3-DDDD	Start with 1 life instead of 3	
9	DDB3-DD0D + CBB3-DDDD	Start with 2 lives	
10	D7B3-DD0D + CBB3-DDDD	Start with 5 lives	
11	D9B3-DD0D + CBB3-DDDD	Start with 7 lives	
12	D5B3-DD0D + CBB3-DDDD	Start with 9 lives	
13	F5B3-DD0D + CBB3-DDDD	Start with 25 lives	
14	7DB3-DD0D + CBB3-DDDD	Start with 50 lives	
15	14B3-DD0D + CBB3-DDDD	Start with 100 lives	
16	CBCC-0407	Infinite lives	
17	BAAD-ADDF	Continue with 1 life instead of 3	
18	DDAE-670F + CBAE-67DF	Continue with 2 lives	
19	D7AE-670F + CBAE-67DF	Continue with 5 lives	
20	D9AE-670F + CBAE-67DF	Continue with 7 lives	
21	D5AE-670F + CBAE-67DF	Continue with 9 lives	
22	DF65-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 2	
23	D465-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 3	
24	D765-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 4	
25	D065-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 5	
26	D965-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 6	
27	D165-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 7	
28	D565-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764	Start on stage 8	
29	C2C8-0407 + C2C8-0767	Keep captured weapon until game ends (except claw and shield)	

Thunder Spirits is a trademark of Technosoft/Toshiba EMI

## TKO Super Championship Boxing™ Game

TKO CODE	KEY IN ...	EFFECT ...	
1	DB60-A7D4	9 minutes per round	
2	D160-A7D4	6 minutes per round	
3	DF60-A7D4	1 minute per round	
4	D7B4-0D6D + D765-A764	Player 1 allowed only 3 punches in punch meter instead of 6	
5	D7B9-04DD + D765-A764	Player 2 allowed only 3 punches in punch meter	
6	4088-AF00	Infinite punch meters—both players	
7	40BF-04DD	Infinite punch meter—player 1	
8	40B0-076D	Infinite punch meter—player 2	

TKO Super Championship Boxing is a trademark of Sofel Corporation.

## Waialae Country Club™ Game

WAIA CODE	KEY IN ...	EFFECT ...
1	1C6A-67D9 + D081-046A	Most holes have new par values
2	CE6A-64A9	All holes are par 5
3	CE6A-64A9 + 1A6A-67D9	All holes are par 4

Waialae Country Club is a trademark of Waialae Country Club.



## Wheel of Fortune™ Game

WHEEL CODE	KEY IN ...	EFFECT ...
1	F3B1-DF64	3/4 of normal time to choose
2	F0B1-DF64	1/2 of normal time to choose
3	DCB1-DF64	1/4 of normal time to choose
4	C264-DF0F	Infinite time to choose
5	DD62-DF07	Vowels are free if you have at least \$250
6	7462-DF07	Vowels cost \$50 if you have at least \$250
7	1062-DF07	Vowels cost \$100 if you have at least \$250
8	B162-DF07	Vowels cost \$150 if you have at least \$250
9	A662-DF07	Vowels cost \$200 if you have at least \$250
10	C2BE-DFDF	Don't lose money when landing on Bankrupt

Wheel of Fortune is a trademark of Califon Productions.



## Wings 2—Aces High™ Game

WING CODE	KEY IN ...	EFFECT ...
1	828A-040B	Infinite lives—all pilots (you can still get fired)
2	C2C6-DDD8	Infinite power-ups

Wings 2—Aces High is a trademark of Namco Hometek, Inc.



## World League Soccer™ Game

WORLD CODE	KEY IN ...	EFFECT ...
1	D4AC-ADA3	Each goal worth 2—player 1
2	D7AC-ADA3	Each goal worth 3—player 1
3	D0AC-ADA3	Each goal worth 4—player 1
4	D9AC-ADA3	Each goal worth 5—player 1
5	D1AC-ADA3	Each goal worth 6—player 1
6	D5AC-ADA3	Each goal worth 7—player 1
7	D6AC-ADA3	Each goal worth 8—player 1
8	DBAC-ADA3	Each goal worth 9—player 1
9	D4AD-D7DE	Each goal worth 2—player 2
10	D7AD-D7DE	Each goal worth 3—player 2
11	D0AD-D7DE	Each goal worth 4—player 2
12	D9AD-D7DE	Each goal worth 5—player 2
13	D1AD-D7DE	Each goal worth 6—player 2
14	D5AD-D7DE	Each goal worth 7—player 2
15	D6AD-D7DE	Each goal worth 8—player 2
16	DBAD-D7DE	Each goal worth 9—player 2

World League Soccer is a trademark of Mindscape Inc.





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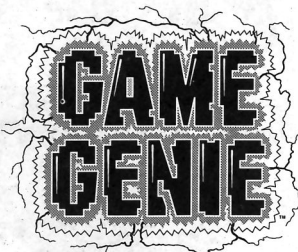
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